

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level overcalls can be as weak as 6+ HCP
2 level overcalls usually 6 card suit or opening values if Vul.
In response change of suit F1 by non-passed hand Fit jumps (some jumps SPL) Fit NJ at 3L if passed. Direct raises WK. Jump cue bid in LHO suit at 3 level below our suit = mixed raise. (c6-9 HCP)
2N 4+ card INV+ raise after 1M overcall 2N NAT after 1D overcall and after any 2L overcall if RHO pass
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd 15-18 (responses as per 1NT opener) 11-14 in protective (1x)-p-(1Y)-1N 17-20 – then responses as to 1N opener
In protective seat by passed hand 10-11 balanced
In non-protective seat by passed hand unusual
JUMP OVERCALLS (Style; Responses ;Unusual NT)
WK 4-11 HCP 6+ suit – can be aggressive. Strength will vary as to position and vulnerability.
In response new suit F1 2N enquiry
Re-opening: c. 10-13 HCP with 6 card suit. 3H/3S over WK 2 strong NF if jump
Jump 2NT 5+/5+ lowest 2 other suits (18-20 BAL in protective)
DIRECT & JUMP CUE BIDS (Style; Response; Reopen
1m -2m = 5+/5+ MM In response 2N R
1M-2M = 5+/5+ oM + m. In response 2N R Cue BID GF in M 3D INV in M 3C/4C/4D P/C 4N Bid m 5C/5D NAT
Jump cue asks for stop except 3C/3D over short (2-) 4C over 1C and 4D over 1D/2D strong 4M bid. 4H over 1H/2H strong 4S bid
4S over 1S/2S strong mm
VS. NT (vs. Strong/Weak; Reopening;)
2C = MM 2D = H or S
2H = hearts(5+) +m 2S = spades (5+) +m 2N = both minors or GF 2 suiter.
3C/3D Intermediate (PRE if NT 15-17 or better) 3H/3S PRE
X PEN (5m and 4M by passed hand, then 2C = P/C, 2D = asks M)
(1N)-2M-(P)-2N = GT asking, 3C = P/C, 3D = good M raise (1N)-2C-(X)-P = C, 2D = D, XX = asks longer M, (1N)-2D-X-P = D
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Doubles take-out .2N (17-20)/3N natural.
4C/4D over 2M shows 5+/5+ m bid + oM forcing
3D over 2D 5+/5+ MM 4C over 2D and 4D over 3C 5+/5+ m bid+ H forcing
Cue bid over 2H/S asks for stop Cue bid over 3C/3D 5+/5+MM. Cue over 3H/3S 5+/5+ other M+ m GF 4N over 4m opening NAT. 4N over 4M opening two suited
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1C or 2C
Against strong 1C X = Hearts. 1D = spades. 1H = two suits same colour. 1S = two suits same rank. 1N = two odd suits. 2N = minors. Weak Jumps After any of these bids the cheapest NT is a game try
OVER OPPONENTS' TAKEOUT DOUBLE Some TFR responses after 1M opening, 2N good raise to 3L+. After 1D/1H/1S single jumps FIT double jumps below game shortage showing .

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd from bad 3+ suit. 4 th from Honour except 10. Top of sequence		
NT	2 nd from bad 3+ suit 4 th from Honour except 10. A and Q for attitude K for count/unblock at trick 1.		
Subsequent			
Other: In partners suit and at 5 level or higher lead K from AK (also at 4L id declarer has PRE at 3 or 4L)			
LEADS	VS SUIT	vs NT	
Ace	A+ AK	A+ AK+	
King	AKx KQ+ AKx AK+	AK+ KQ+ Kx	
Queen	QJ+ Qx	KQ+ QJ+ Qx	
Jack	Jx J10+ KJ10+	Jx J10+ AJ10+ KJ10+	
10	10x Q109+ K109+	10x Q109+ K109+	
9	9x 109x +	9x 109x+ Q98 J98	
Hi-X	Xx 2 nd highest from xxx+ and 10xx+	Xx 2 nd highest from xxx+ and 10xx+	
Lo-X	4 th highest from Hxxx+ Lowest from Hxx	4 th highest from Hxxx+ Lowest from Hxx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi = DISC	Hi=ODD	Lo = ENC
Suit 2	Hi =ODD	S/P	Hi = ODD/neutral
3	S/P		S/P
1	Hi=DISC	Hi=ODD	Lo = ENC
NT 2	Hi=ODD	S/P	Hi = ODD
3	S/P		S/P
Smith Peter in NT – first signal Hi=Like Lead by leader and partner Hi Lo in trumps= 3 Lead of a King against NT asks for overtake, unblock or reverse count			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Doubles of suit (usually) takeout 4H. Double from 4S values			
2N response Lebensohl if opposition bid at or raise to 2 level			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support Doubles showing 3 card support after 1x-1M. Some game-try doubles.			
Doubles against 3N or slam can ask for unusual lead RDBL by responder of take-out double of our overcall shows A or K.			

WBF CONVENTION CARD
CATEGORY : GREEN
PAUL DENNING (903314) AND DIANE KURBALIJA (910002)
WALES
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 Card Majors. 15-17 NT. Prepared C (2+)
2C GF or 23-24 Bal 2D/H/2S WK (Int 4 th)
2NT 20-22 Bal
3NT gambling
Most 2/1 GF (except 1H – 2S)
Opening, Responding and Pre-emptive style optionally aggressive
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1H-2S shows a high card raise to 3H
1S-3H shows a high card raise to 3S
1C-2D/2H/2S/2N/3D/3H/3S/4D. 1D-2H/2S are Weak
1m-2m GF 4+ card raise. 1m-2N PRE raise in m. 1m-3m good raise in m. 1D-3C NAT INV.
1M-2N Jacoby. 1M-3m NAT INV. 1M-3M 4+ card PRE raises
1X-1Y-1NT-2C/D/N are XYZ RELAYS
Pass 1M-2C = 3+card INV raise. pass 1M-2NT= 4+ card INV raise 2NT in competition often conventional
Against 2 suited overcalls 5+/5+ Lower Cue = 4 th Suit INV+ Higher Cue = Raise INV+. Pass then X = PENS 2NT over a strong 2C or 2D opening shows MM or mm TRF responses if opponents double 1M
If oppo overcall 1N with 2C then system on unless 2C is both Majors
If oppo double 1N conventionally then RDBLE strong else system on
SPECIAL FORCING PASS SEQUENCES
PSYCHICS: Possible but Rare

OP	ART	CDS	NEG	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND
1C		2	4H	Balanced 11-14 or Balanced 18-19 or 4+C 9-22 HCP Could have 5D in a balanced hand	1D, 1H, 1S NAT F1 can be light in HCP 1NT 4+C 5-11 HCP 2C 4+C GF 2D, 2H, 2S WK 2N PRE C raise 3C good raise 3D/3H/3S/4C/4D WK 4H/S NAT	1X-1Y-1N=11-14 BAL then 2C= (R) 2D to play or for invitational hands, 2D (R) GF, 2N (R) 3C 1X-1Y-2N=18-19 then 3C forces 3D, 3D asks M 1C-2C-2D=11-14 BAL 1C-2C-2N=18-19 BAL	Good Bad 2NT after 1C/D/H/S openers After reverse at 2 level 2N (R) 3C
1D		4/5	4H	5+D unless (4441) shape 9-22 HCP Opening style can be aggressive	1H/1S NAT F1 can be light in HCP, 1N 5-11 NF 2C C GF 2D 4+D GF 2H/2S WK 2N PRE with D 3C NAT INV 3D 4+D good raise to 3D 3H/3S/4C SPL 4D PRE 4H/4S NAT	1D-2D-2N=11-14 or 18-19 BAL	
1H		5	4H	5+ card suit 9-22 HCP Opening style can be aggressive	1S NAT F1 can be light in HCP 1N 5-11 NF 2C/D NAT GF 2H 3 cards 8-11ish 2S good 4 card H raise 2N 4+H GF 3C/D NAT INV 3H 4+H 4-9 HCP 3S any Splinter 3N spade void 4C/D Voids 4S NAT	1M-1N then transfers 1M-2N-3 new suit shortage, 4 new suit void	Fit Jumps (some SPL) After 1 or 2 level overcall 2N 4+ H INV+ CUE= 3H INV+. If passed 2C= 3+H INV (then 2H to play) 2N = 4+H INV
1S		5	4H	5+ card suit 9-22 HCP Opening style can be aggressive	1N 5-11 NF 2C/D/H NAT GF 2S 3 cards 8-11ish 2N 4+S GF 3C/D NAT INV 3H good 4 card S raise 3N any Splinter 4C/4D/4H Voids		Fit Jumps (some SPL) After overcall 2N 4+ S INV+ CUE 3S INV+. If passed 2C =3+S INV (then 2S to play) 2N= 4+S INV
1N			4H	15-17 Balanced. Can upgrade or downgrade Can have 5 card M or 6 card m.	2C Stayman 2D/2H TRF 2S= raise 2N or BAL ST 2N= one m to play or mm GF 3X= single suited slam try 4C= Asking Aces 4D/4H=TRF	1N-2C-2D-3H = 5+/5+ MM INV 1N-2C-2D-3S = 5+/5+ MM ST 1N-2C-2D-4H = 5+/5+ MM pick a Major 1N-2C-2H-2S = 4S INV 1N-2C-2M-3OM ST in Major bid	After overcall at 2L, 2N TRF 3C either competitive single suited or GF with a stop. 3N no M no stop. If 1N-(p)-2X-(X) pass= no stop
2C	√	0	7H	GF Artificial or 23-24 Bal.	2D no suitable positive	2C-2D-2H is hearts or 25+ BAL (2S asks) No second negatives	1 st DBL by responder 4+ (pass 0-3) Thereafter DBL PEN Pass F
2D		5	PEN	1 st -3 rd WK 5+ Suit 4-10. Can be aggressive. 4 th 10-13 6 card suit	2H/S F1 2N NAT INV 3C F1 3H/S/4C= SPL		
2H		5	PEN	1 st -3 rd WK 5+ Suit 4-10. Can be aggressive. 4 th 10-13 6 card suit	2N (R) 2S/3C/3D F1 3S/4C/4D SPL	2H-2N-3C/D/S= SPL	
2S		5	PEN	1 st -3 rd WK 5+ Suit 4-10. Can be aggressive 4 th 10-13 6 card suit	2N (R) 3C/D/H F1 4C/4D/4H SPL	2S-2N-3C/D/H= SPL	
2NT			4H	20-22 BAL. Can upgrade or downgrade	3C (R) asking M 3D/3H TFR 3S= mm 4C= C or D S/T 4D= H 4H= S 4S= BAL S/T	2N-3C-3D = one or two 4 card M, no puppet 2N-4C-4D asks minor 2N-3R-3M-4N= INV. 2N-4R-4M-4N=RKCB	If 2N-(p)-3X-(X) pass= no stop
3C		6	PEN	0-11 HCP 6+ suit. Can be aggressive	3M F1 4D RKCB C 4H/4S/5D Nat		
3D		6	PEN	0-11 HCP 6+ suit. Can be aggressive	3M F1 4C any S/T in diamonds 4H/4S/5C Nat		
3H		6	PEN	0-11 HCP 6+ suit. Can be aggressive	3S F1 4m cue bid 4S/5C/5D NAT		
3S		6	PEN	0-11 HCP 6+ suit. Can be aggressive	4m cue bid 4H/5C/5D NAT		
3N	√		PEN	Gambling	4C P/C 4D asks for shortage 4N bid slam if suit solid		
4C		6	PEN	Pre-emptive	4D S/T in C 4H/4S NAT 4N RKCB	SLAM BIDDING 4N RKCB (5C 1 or 4 5D 0 or 3 5H 2 or 5 no Trmp Q 5S 2 or 5 Tmp Q 5N+ void showing. After RKCB 1 st step Q ask 5 trumps shows no Q. 5N specific K ask. Many jumps above game exclusion RKCB. 5N mostly pick a slam occasionally GSF DOPI and ROPI	
4D		6	PEN	Pre-emptive	5C S/T in D 4H/4S Nat 4N RKCB		
4H		6	PEN	Pre-emptive	5m 2 losers in suit 4S NAT		
4S		6	PEN	Pre-emptive	5C/5D/5H 2 losers in suit		
4N	√		PEN	Ace Enq	5C= None 5N= 2 After intervention pass= none x=Ace		
5m		7	PEN	Pre-emptive	5M cue 5N GSF		
5M	√		Pen	Bid 6 with A or K of M and 7 with both			